

# SOUL NOMAD™

& the World Eaters







# *Table of Contents*

## Index

Artwork Gallery — 3

Characters — 8

Backgrounds — 22

Secrets — 26





## Artwork Gallery



JP First Print Cover Artwork





• JP Limited Edition Artwork •



• Dengeki Playstation Vol. 365 Cover Artwork •





◦ 2006 Summer Greeting Card Artwork ◦

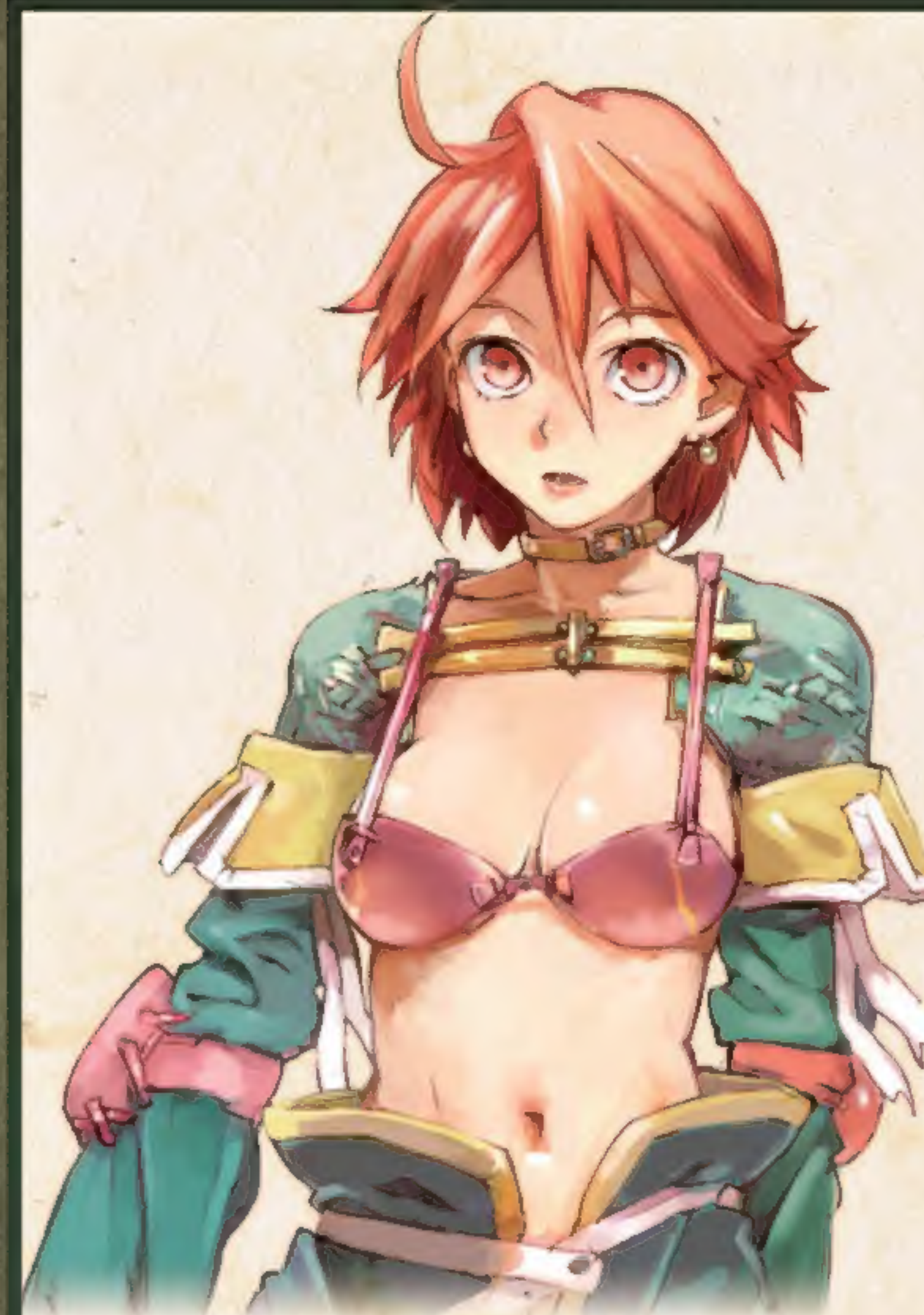
## Characters





### Revya (Protagonist)

A human whose body and mind have been partially fused with Gig. He attempts to make use of Gig's power to destroy the World Eaters and save his home. However, the more power he uses, the more control Gig gains over his body. Too much, and his soul will vanish and Gig will be fully reborn.



### Revya (Protagonist)

A human whose body and mind have been partially fused with Gig. She attempts to make use of Gig's power to destroy the World Eaters and save her home. However, the more power she uses, the more control Gig gains over her body. Too much, and her soul will vanish and Gig will be fully reborn.







## Gig

The commander of the World Eaters and the man who drove the world to ruin 200 years ago. Powerful beyond human measure, he has been feared throughout history as both a reaper of souls and a god of destruction. The end of the great war came when Layna successfully sealed him in the Onyx Blade, where he spent the last two centuries. He returned when the protagonist first held the sword, the two of them being fused together. Vulgar and crude, he never hesitates to say whatever is on his mind. He plans to fully take over the protagonist's body in order to make his grand return and finish his global devastation.



## Danette

A young Sepp woman. She's lived under Layna's care alongside the protagonist since she was seven years old. She's terrible at remembering people's names and even worse at thinking before she acts. However, she's straightforward, honest, and trusting of others, her childhood friend most of all.







### Layna

An extremely powerful sorceress who fought against Gig 200 years ago. It was thought that both of them died in the battle, but in truth, she somehow survived the encounter, sealing Gig away in the process. She then retreated from the world, founding a small village and waiting two centuries with single-minded focus. Having lived several normal human lifespans, she is very knowledgeable and wise, but her enigmatic nature hides many secrets.



### Levin

A young Sepp man who stands as a gatekeeper for the city of Astec. He is one of the top subordinates of Christophe, the head of the area's financial syndicate. He's honed his body into a powerful weapon and uses it to face any challenge head on. Though hotheaded, he has a reputation for being honest to a fault. Lives with his sickly older sister and is constantly fretting over her, but loses his temper when someone accuses him of having a sister complex.



### Vitali

A quiet man who often blends into the background. Like Levin, he serves Christophe and guards the gate into Astec. Unlike Levin, however, he's levelheaded and skilled when it comes to matters of subtlety and espionage. He typically provides support from the sidelines with healing spells. Had the world not fallen to ruin, he would have liked to become a chef. Though he's normally a man of few words, rare or exotic ingredients are a sure way to turn him into an unstoppable chatterbox.







### Shauna

A woman who led a band of thieves before Endorph arrived and stole control of the gang from her, leaving her as second-in-command. She seems to hate everyone in the world—herself included—but has a special disdain for the poor. The only thing she has any sort of attachment to is money, possibly due to her being born to a wealthy family. Has a twisted personality, but is at least self-aware enough to realize it.



### Queen Alexemia

The queen of the Nereids, she rules from her underwater palace. As Nereids only give birth to female offspring, they must reproduce with other species or their kind will go extinct. It's partly due to this that the Nereids and the nearby country of Raide had historically been on good terms. However, one day, the Nereids began launching invasions into Raide in order to attack the World Eater, Feinne, for reasons known only to them.



### Endorph

A man who has a stoic air about him, but his fiery soul can be seen burning quietly in his eyes. A talented gunslinger, he leads a group of bandits who only target the rich. Fifteen years ago, the Nereids found him near death and covered in burns. Queen Alexemia saved his life, but he was left with numerous scars that he now hides behind a bandana. The name "Endorph" is an alias he took on after discarding his previous name—Walnut.



### Juno

A Nereid woman who commands her people's army on land in Queen Alexemia's stead. Wary of humans, but adores children, and is currently acting as the guardian of a certain young human boy (who she dotes on to the point of spoiling). She's honest and trustworthy and values her companions above all else.







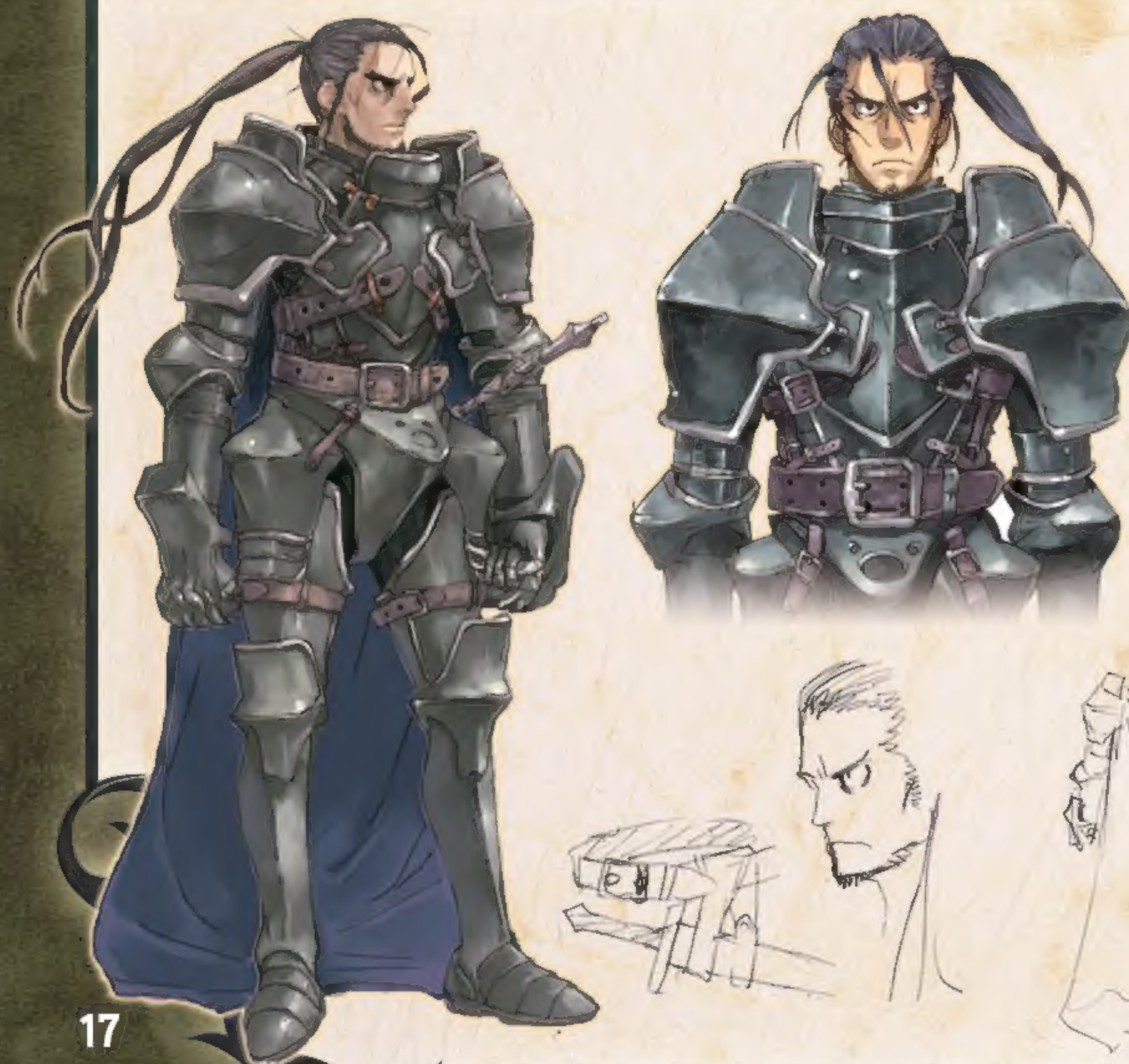
### Grunzford

A fiercely independent Redflank the protagonist meets on their journey. Until ten years ago, he was a member of Layna's hidden village, but disagreed with her plan to use Gig's power and left the village as a result. He's a crusty old man who seems to find something about every Sepp he meets to nitpick or complain about. In spite of his age, he's a warrior through and through and uses his muscular body to pulverize his foes.



### Dio (?)

A Dracon man who claims to be the famed sorcerer, Dio of the Evil Eye. However, for someone who's supposed to be both all-powerful and world-renowned, he's rather pathetic. He is accompanied by his loyal followers—two mangy phynx and a middle-aged farmer. He relentlessly pursues the protagonist in an attempt to rob them to pay for his phynxes' food and the farmer's hourly wage.



### Thorndyke

The Grand Cordon, the leader of the Knights of Raide. He has pledged his heart and soul to serving his country. He trusts Raide's National Assembly and is trusted by his country's people in return. He lives with his wife and son, a happy family of three. His honest and straightforward nature is the very picture of a knight, but often results in him getting wrapped up in crises and the schemes of others.



### Tricia

The only daughter of a wealthy merchant, she is a somewhat sheltered girl who adores her father. She has a strong sense of justice, but her naivety about the world causes her to run into difficulties. Because of this, she decided to face reality and change herself. Evidently, she feels indebted to Grunzford for saving her long ago. Close friends call her "Trish."







### Lord Median

The supreme conqueror who united the world hundreds of years ago. Though he possessed inhuman strength none had ever equaled, a mere ten years after his reign began, he was mysteriously killed. Further, it's said his body vanished, and to this day, no one knows what happened to it. Information about him is scarce, with rumors and legends being the only things passed down through the centuries.



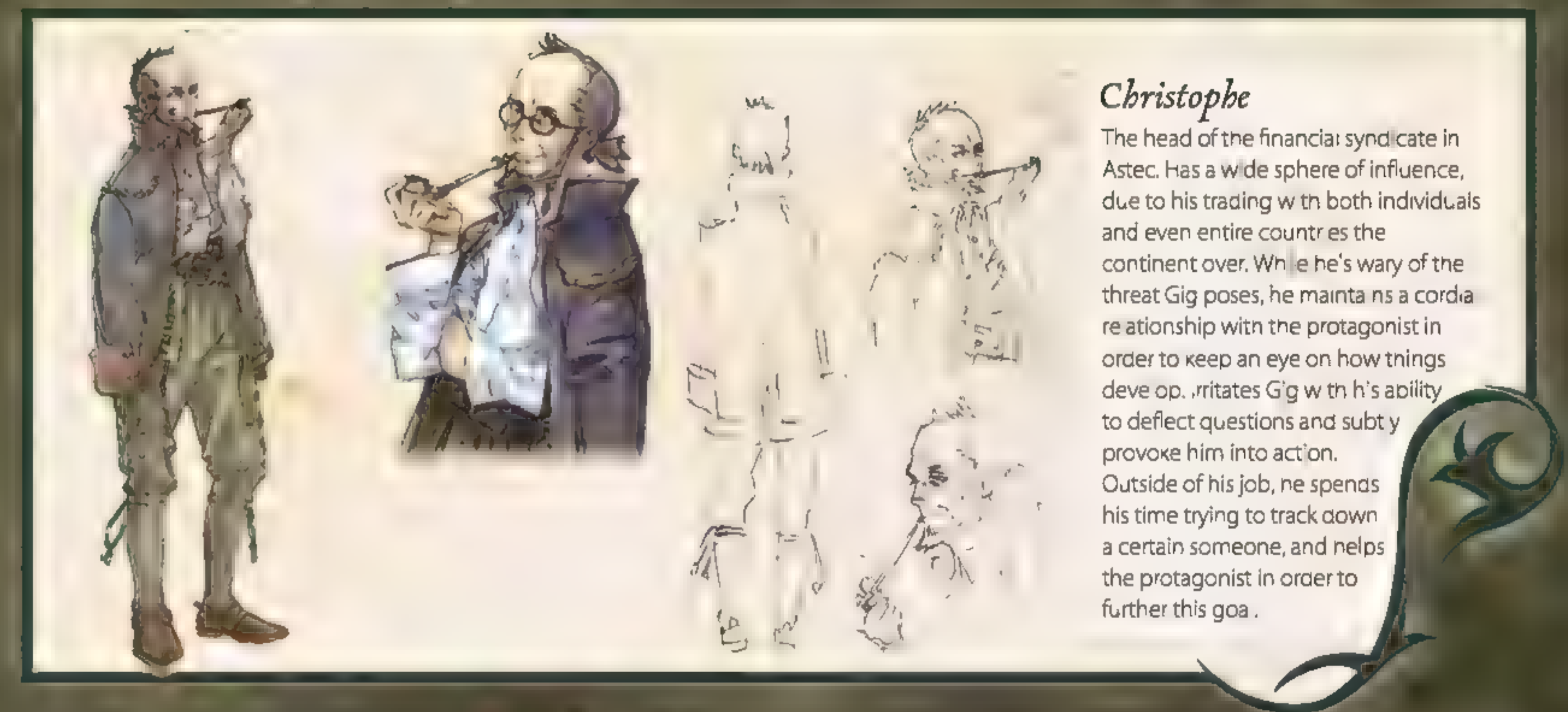
### Galahad

A chevalier and second-in-command of the Knights of Raide. He guards one of the World Eaters that resides in the northern region of his country. His personality could be described as, "strong when dealing with the weak, and weak when dealing with the strong." As such, he's not well respected by his subordinates. Jealous of his commanding officer, Thorndyke, he often pushes any problems onto him out of pettiness. However, after a certain incident, he begins to see his commander in a new light...



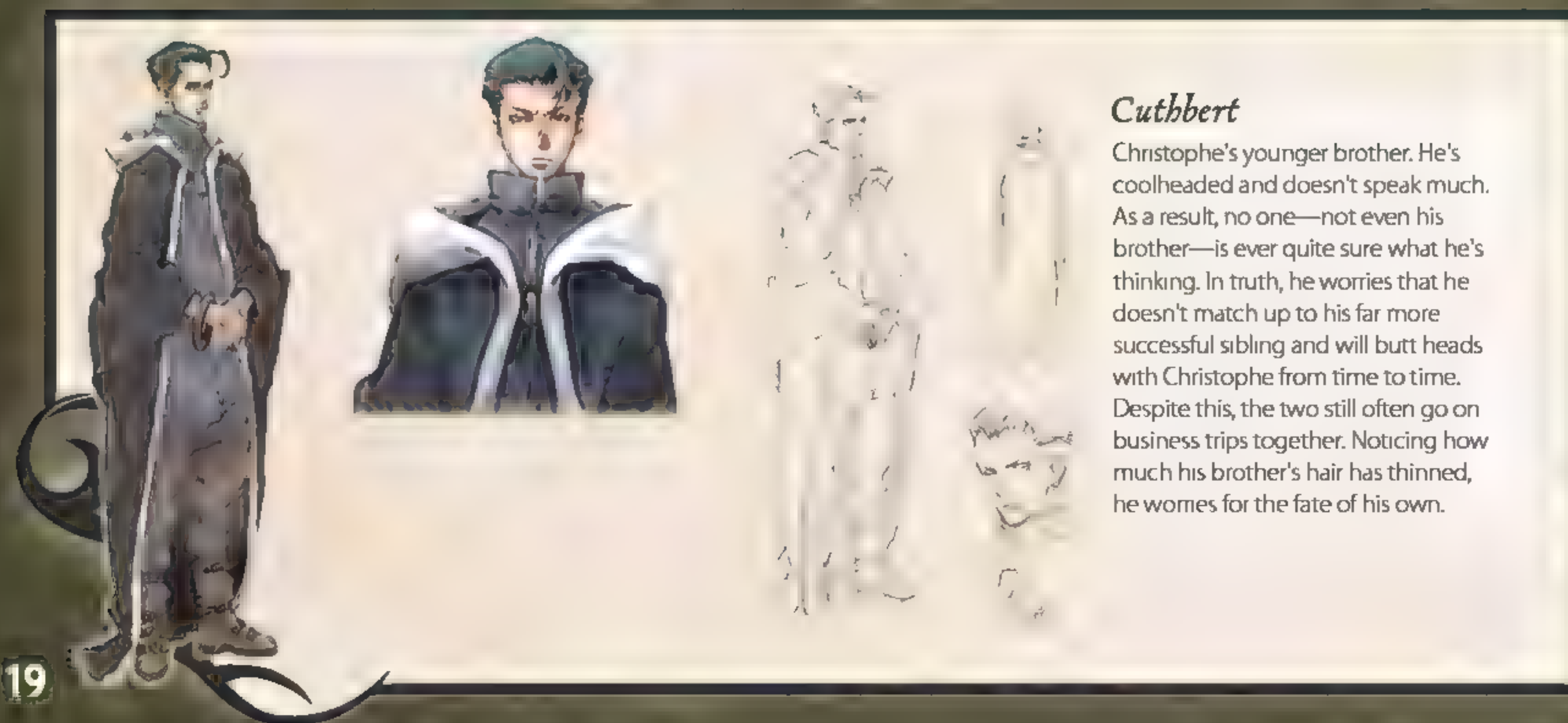
### Euphoria

A Sepp woman who lives in Astec with her younger brother, Levin. Due to her weak constitution, she doesn't often leave home. She has no sense of danger, responding to obvious threats with the same placid smile she gives anyone else. As such, Levin tries to keep others away from her. On the rare occasion she has guests, she enjoys cooking for them, but due to how highly lethal her culinary creations are, so far, no one has been brave enough to return for seconds.



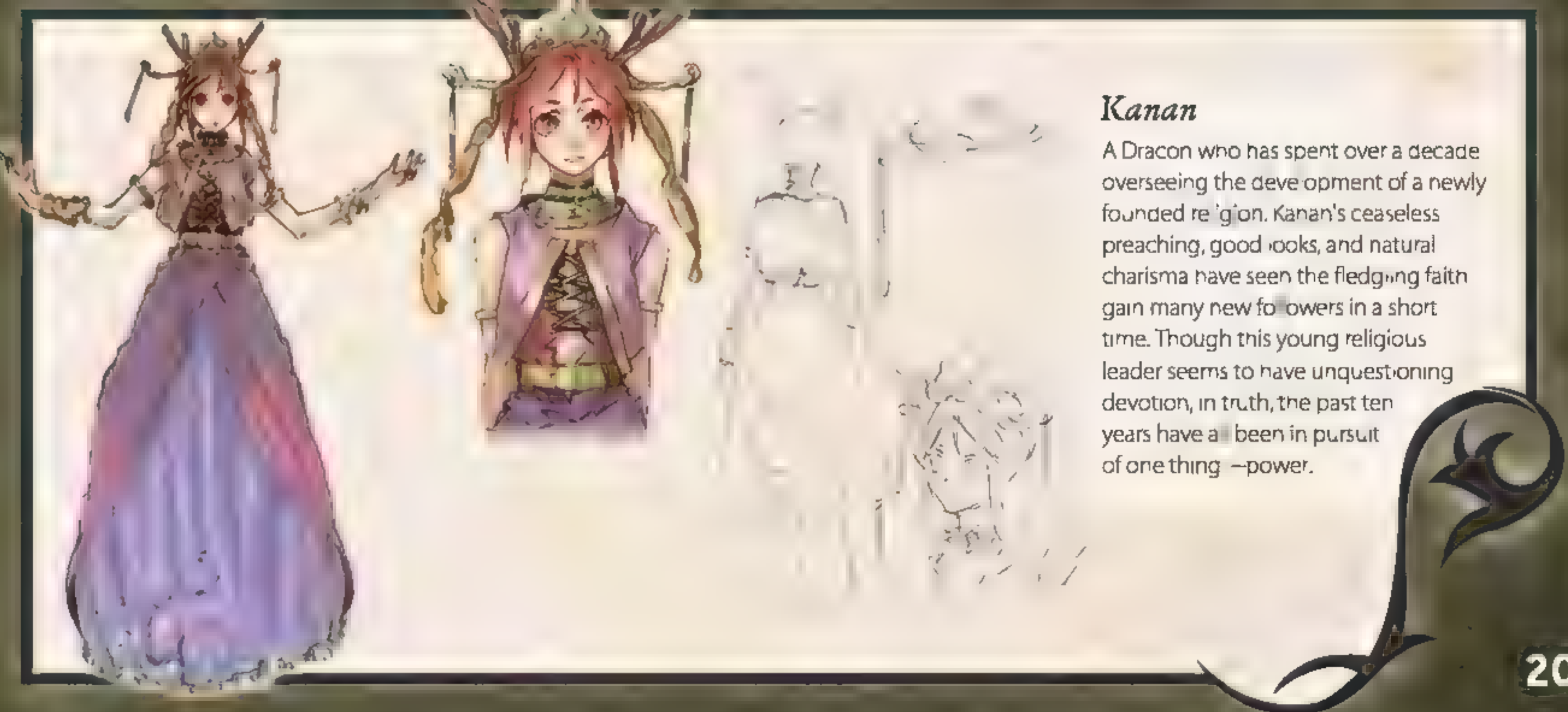
### Christophe

The head of the financial syndicate in Astec. Has a wide sphere of influence, due to his trading with both individuals and even entire countries the continent over. While he's wary of the threat Gig poses, he maintains a cordial relationship with the protagonist in order to keep an eye on how things develop. Irritates Gig with his ability to deflect questions and subtly provoke him into action. Outside of his job, he spends his time trying to track down a certain someone, and helps the protagonist in order to further this goal.



### Cuthbert

Christophe's younger brother. He's coolheaded and doesn't speak much. As a result, no one—not even his brother—is ever quite sure what he's thinking. In truth, he worries that he doesn't match up to his far more successful sibling and will butt heads with Christophe from time to time. Despite this, the two still often go on business trips together. Noticing how much his brother's hair has thinned, he worries for the fate of his own.



### Kanan

A Dracon who has spent over a decade overseeing the development of a newly founded religion. Kanan's ceaseless preaching, good looks, and natural charisma have seen the fledgling faith gain many new followers in a short time. Though this young religious leader seems to have unquestioning devotion, in truth, the past ten years have all been in pursuit of one thing—power.



A detailed illustration of the World Eater Feinne. The creature is depicted with a large, pale, horned head and a smaller, more ornate headpiece. It has a long, flowing red mane and a red, segmented body. The creature is holding a large, golden, ornate staff or scepter. The background is dark and moody, with a large, glowing yellow light source on the left.

### *World Eater Feinne*

A towering entity that suddenly manifested out of nowhere 200 years ago. Following Gig's orders, it laid waste to the world, annihilating all who dared try and stop it. However, when Gig was sealed away, it went dormant and has remained that way ever since. In order to prevent anyone from stirring the slumbering giant, the nearby country of Raide has kept strict guard over it. Its power is beyond comprehension, and it gives off the unmistakable air of a final boss. Terrifyingly, it's not the only World Eater—there are said to be two other such monsters elsewhere in the world.

## *Backgrounds*





Astec City



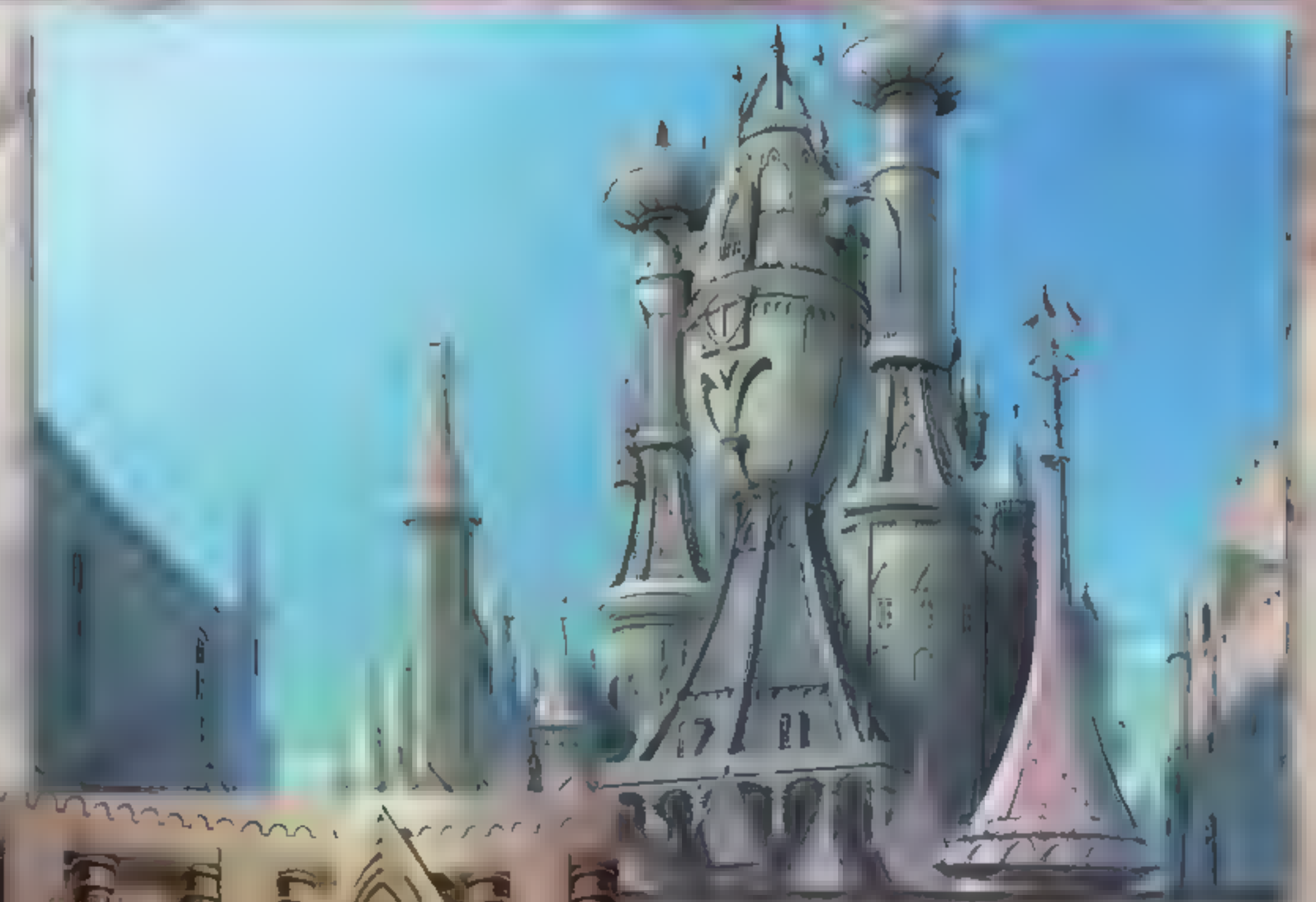
Town of Thuris

Ruins of Pulkina

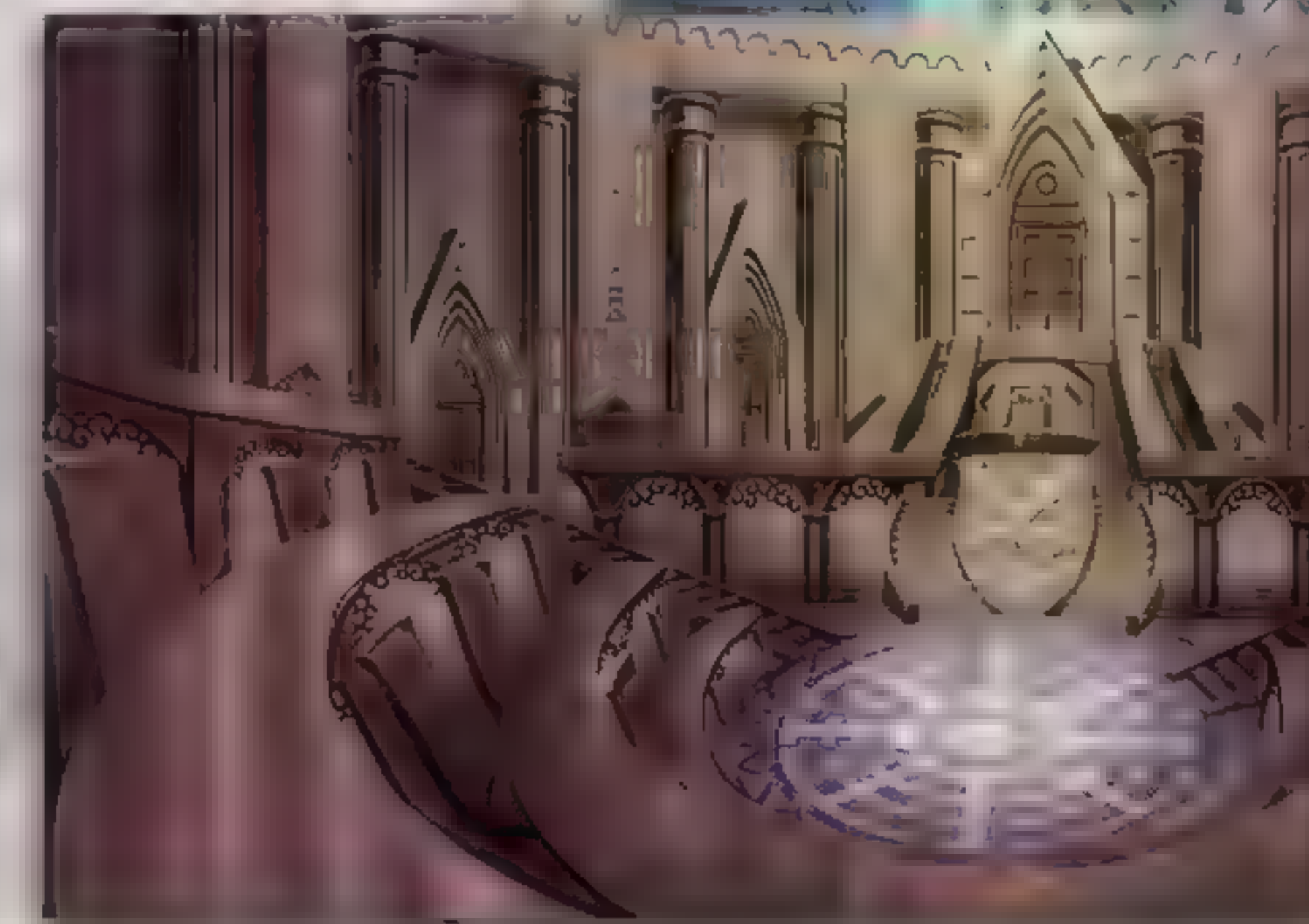


Raide

Raide  
-National Assembly-



Orviska







Hidden Village  
-Central Commons-



Endorph's Camp

Nereid Palace  
-Throne Room-



## Secrets

This point onward contains information  
and images relating to later parts of the game.





Early Concept Art

Initial World Concept



Initial World Eater Concept



Early Room Design/Concept

Concept Art

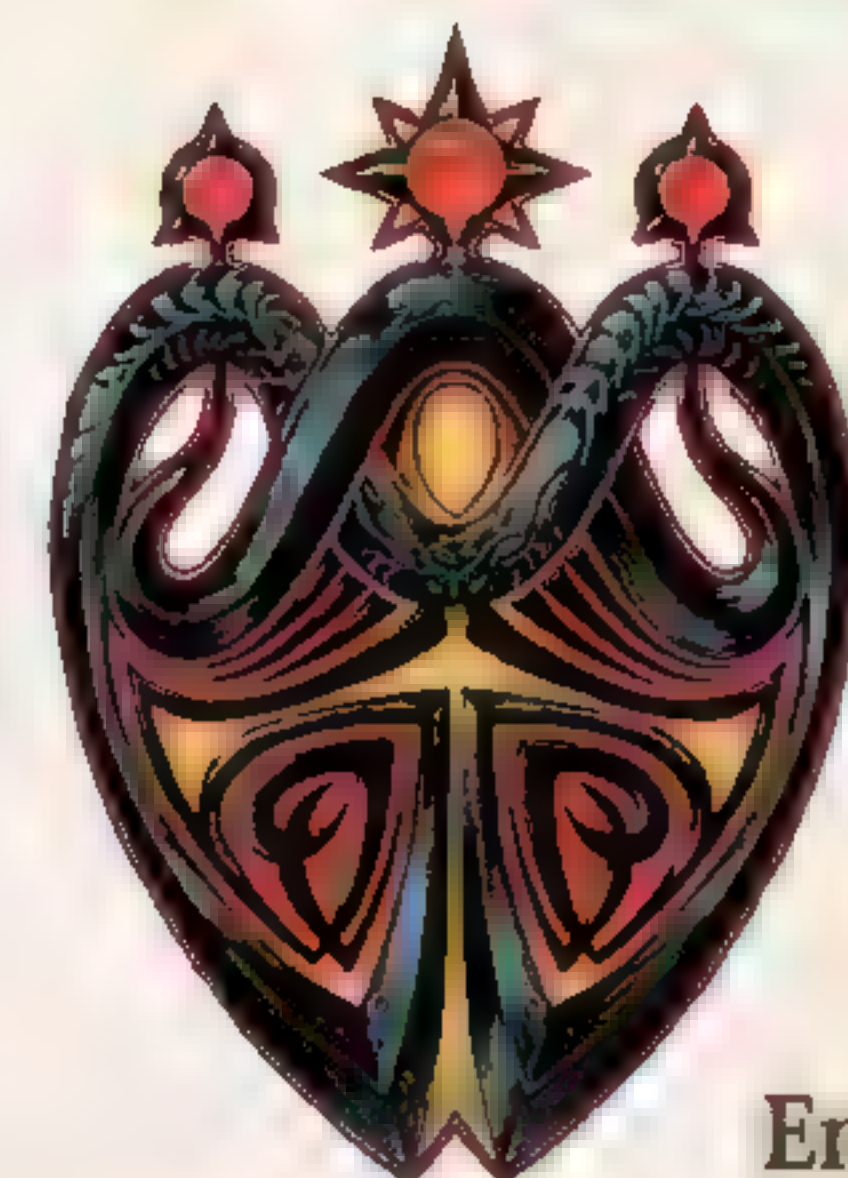


Onyx Blade

World Eater  
Feinne



Crimson Tear



Emblems



World Eater  
Thuris



• Takehito Harada's Creature Designs •

Hydrone



Ghobb



Drache



• Takehito Harada's Magic Illustrations •



Adon



Sacrei



Nacht





Wilter



Mewlin



Yama

Nergal



Drazil



Haephnes



Ashur, the All-Ruler







